

COLONIAL BRANCHES

Learning Objectives: The student will

The students will set up the rules and laws for a brand new colony. They will also enforce and interpret the laws to show how the branches of government affect the daily life of a community.

TEKS: 8.3A, 8.11C, 8.12A

Materials needed: Rules and Punishments sheet for each group

Vocabulary: division of labor, interpretation, enforcement

Teaching strategy:

1. Engage students in a discussion about survival in a brand new colony. Brainstorm the work that needs to be done and the specific tasks involved (i.e. cut trees and make ready for building, prepare food for meals, care of children)
2. Divide students into groups (preferably 3 or 6 groups, depending on class size)
3. Each group will make a list of 5-10 rules for the colony based on the work necessary for survival in a new land. Tell students to make sure the rules are specific and not just "help out."
4. Groups then pass their rules/laws to the next group. This group then assigns a punishment or consequence for violation of the rules/laws. Have this group include the person or persons who will enforce the punishment.
5. The Rules and Punishments sheets are then passed on one more time to the next group. This group will decide if the consequence really fits the crime or rule violation. They must explain why they think the consequence fits or does not fit the violation of the colony's rules/laws.
6. Return the paper to the original group to discuss and debrief. Students look at the process their rules/laws have gone through.

Class debrief and discussion will include the roles of each Branch of Government in this setting. Discuss the making of laws, enforcement and interpretation. The colonists realized from early on that a system of organization and government was necessary for survival.

Extension for Gifted/Talented: Each group will make the rules and consequences for their colony and serve as the court interpretation with opinion for the other group(s).

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RULES AND PUNISHMENT SHEET

RULES

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

PUNISHMENTS

1.

2.

3.

4.

5.

6.

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